

### **Abstract**

A computerized gaming system has an audio module that is operable to play an audio track comprising a plurality of audio element tracks that are played at the same time to create the played audio track. The audio element tracks are selected by  
5 subgroup, at random, by ordered list, or otherwise selected to produce different combinations of the available audio element tracks. The gaming system further comprises a gaming module, which includes a processor and gaming code which is operable when executed on the processor to conduct a game of chance on which monetary value can be wagered.

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